

Anduin



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* #22 By Eric Kane 15 August, 1983 *
* 1981IE, IP, IR, KE, KI, 1982D, AK, HF, Bxm02, 1885II *

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FROM THE WIZARD'S MOUTH...

I have a few announcements to make: First of all, remember the calender project I was thinking of doing way back when, well I've decided to go through with it and my sister and I are making plans to have it ready sometime before the end of this year. So if you know of any Dip-related events taking place in 1984, please submit them to me and I will put them in the calender. I would also appreciate it if some of you pubbers could publicize this project. I'd like to make this a useful tool for Dip players around the country who are looking for events near them and need time to plan for them. I intend to include names, addresses and phone numbers of hosts of ftf cons so that in case your not sure of the date, you can at least get in touch with each other.

Next, I saw Dick Martin at Dipcon and he says that he is indeed doing the 1983 hobby census. He is requesting sub lists from all publishers though I don't know what the deadline is for this, do it as soon as you can to make things easier on Dick. Also, I believe that Fred Davis will be helping Dick with the statistics for the poll this year. Good luck to them both.

The 1983 Runestone Poll results are out and I can honestly say that I am simply thrilled with my showing. I finished (as a zine) 22nd with an average score of 6.72 and 29 votes in all. This is up from 42nd last year, my thanks to all who voted for me! as for my GM'ing, I was 31st I believe (down from 24th last year) and deserved as much. As one player put it, it's not my GM'ing that's bad per se, but the delays... And it's true that there were some bad delays this year; up to two weeks late. All I can say is that I hope that is all behind me and I'll try to be more timely this year. Congratulations to Gary Coughlan (top zine--EUROPA EXPRESS), Doug Beyerlein (top gm) and John Michalski (top subzine--MOS EISLEY SPACEPORT). Also thanks to Randolph Smythe for picking up the poll and doing a real good job with it, much better I think than Leeder ever did and certainly more timely.

I have a game opening! With the end of a few of the games, and some others coming to an end, I have decided to run a game of Anarchy. This is a variant played on the regular dip board with any number of people (though I want 17) wherein you are given two random centers to be your home and only build centers. There will be a \$1 gamefee for this and no NMR fee. Also, this will be a Black Press game and I'm looking for some good press writers out there to join. Michalski? Linsey? Olsen?? Also with your request to join, give me the name of your country (or you can wait to see which two centers you get to name your country. Join now!

The final announcement I have is that next issue (due out in September) will be my 2nd anniversary issue and I'd like it to be special. No, nothing like Hichair's crazy issue but any letters, articles, reviews etc, would be greatly appreciated. Naturally, the payment will be 2 issues per typed page. Get to it!

CONJURING UP THE ISSUE

| | |
|--|---------|
| From The Wizard's Mouth..... | p1. |
| Table of Contents..... | p2. |
| Eastcon Review..... | p3. |
| Origins/Dipcon Review..... | p4-6. |
| KaneKon..... | p6-8. |
| "Paltergeist"..... | p8-11. |
| Scrolls, Spells and other Letters..... | p12-18. |
| 1981IP "Spring, 1908"..... | p19. |
| 1981KI "Fall, 1907"..... | p20. |
| 1982D "Fall, 1906"..... | p21. |
| 1981KE "Spring, 1907"..... | p22. |
| 1982AK press..... | p22. |
| 1981IR "Spring, 1906..... | p23. |
| 1982AK "Fall, 1906"..... | p24. |
| 1982HF "Spring, 1904"..... | p25. |
| 1885II "Fall, 1887"..... | p26. |
| 1982Bxm02 "Spring, 1904"..... | p27-28. |
| EMinenet Award--"Most Improved Zine"!..... | p29. |
| N.S.W.G. cover-boy..... | p30. |
| Mailing page..... | p31. |

Enjoy the issue!

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NMR fee. There is an opening in Anarchy available (see page 1 for details), but other than that, there are no game openings, nor will there be any for quite a while. Standbys are wanted and

needed however, for both regular Dip and variants. To be a standby all that is necessary is to maintain a sub and you will be rewarded 2 free issues upon completing the standby assignment.

This is a journal dedicated to the play of postal Diplomacy and its variants, as well as assorted other games including chess.

Diplomacy is a game invented by Allen B. Calhamer and is published in the U.S. by the Avalon Hill game co.

Stand-by list for Regular Diplomacy: Stone, Ellis, Murray, Hakey, Quirk, Chisholm, Scheifler, Jung, McCloud, Brachman, Felella, *Makuc*, Ansoff, Corbin, Anderson, Lorber and Dancause. Anyone want on or off the list? Just let me know.

Stand-by list for Variants: Scheifler, Anderson, DuPont, Keller, Quirk and Dancause. Any more? * *Makuc*.

Stand-by list for Kingmaker: None!! A game of KM will be starting next issue, would anyone like to volunteer to stand by in it? Scott Cameron will be GGMing the game (more details inside).

Mark Berch Dept: Weather was nice for a while but recently it has gotten a bit colder as Fall approaches. Also, there have been a number of thunderstorms recently.

Playlist for this issue: The Howard Stern show, on WNBC, 66am.

Various Yankee games on WABC, 77am. Crosby, Stills, Nash and

Young So Far. Crosby, Stills and Nash CSN. Men At Work

Buisi-ness As Usual.

EASTCON REVIEW:

Catchy title huh? I don't know, my creative juices just don't seem to flow as easily these days... Anyway, EastCon (formerly GenCon East) was held at Glasboro State College this year and, although a bit smaller than two years ago, was quite enjoyable. The dorms however were awful to say the least but the tournaments made up for it. I entered Rail Barons, Kingmaker, and Diplomacy (I also entered Star Fleet Battles but promptly got blown away by a Klingon in the first round). It was my good luck(?) that I met Honest Al (the novice's pal) Pearson and got to know and like him at this con. We first met when we were assigned to the same Rail Baron board (actually, we knew each other before this) and on the last turn of the game, Al took my lines thus giving me enough money to advance to the 2nd round (barely). I got my chance to pay Al back in the Kingmaker game wherein he and I had the largest factions, and when Parliament was called, I threw in my votes with his declaring him the Kingmaker (I can just see Al reading this and saying: "Shit Eric, why the hell do you have to have such a big mouth!"). But neither Al nor I went to our second round games because they both conflicted with Dip! So off to Dip we go and both of us get in two-way draws (on different boards) first round. "Say this is great!" I say to myself as I knew that we would both be on Board 1 in the second round. A chance to ally with Al without throwing the game! But no, it wasn't to be-- Al and two other board one players showed up a half-hour late for Rd. 2 and so were assigned to lower boards.

Well, things couldn't be so bad I thought. Then I drew Austria and guess who draws Italy? None other than Kathy Bloodsucker Byrne! Actually things weren't as bad as they looked. The two Rd. 1 winners were England and Turkey and France was my roommate! Now as you may know, Kathy and I usually don't end up allying, however in this game we pulled off a real good alliance including a fake war between us in which she took Tri in Fall, 1901 (as well as Munich and bouncing Turkey out of the Aegean!!). I went to Gal and then to Sil with Russian support as we feared a F/E/G alliance. In 1902, I took Bul and Rum allowing Kathy to slip into Serbia while I supported her into the Aegean. In return, she supported me into Berlin! The German player looked at me in utter shock: "Why! God-dammit, why in hell did you do that!!!???" "Why not?" I simply replied. It was later reported that the German player was carried away in a stretcher muttering "Why, why, why?" In the meantime, Russia and Turkey were actually pretty upset with my little stab but Russia was having troubles with England and I convinced France to turn on his English ally. I let Kathy keep Serbia until 1906 and she owned Trieste for the entire game! Our units were totally inter-mingled as if we were actually one country. We ended up in a three-way draw with France who saw our stab coming and managed to stalemate us. A tip of the hat goes to Fred Townsend (Turkey) who held on to three centers for five years and finally survived the game with one! Kathy ended up in around fifth place overall (she had a three-way in round 1 also) and I managed to win the entire tournament just ahead of Fred Townsend and Al Pearson who took 2nd and 3rd respectively. Definately, this was the most enjoyable game I've ever played as Austria! Robert Sacks, where is my certificate!?

DIPCON/ORIGINS REVIEW:

Yes, yet another catch-22! Well, we had so much fun at Glasboro we decided to catch a plane to Origins in Detroit also. We roomed with Al Pearson in the Hotel Ponchartrain, across the street from the convention site. The Ponchartrain was very pleasant compared to the dorms in NJ, but we also paid through the nose for it. We arrived on Thursday and headed off to register and to our first tourny, which was Rail Baron for me. I made an early mistake by not buying the C&NW which would have locked someone out of Rapid City and the rest of the game went poorly except that I got to screw the one obnoxious player on the board by suiciding out to another person and allowing her to win by a small margin. Don't you just hate assholes who suicide out?! I had nothing better to do so I played in the next round of RB also and missed winning because I rolled a 13 on three dice (I needed a 14). Rats. Thursday night has been dubbed by us as "Pick on Johnny night" because when we got back to our room, we were too tired to go to sleep so we spent the time harassing John Ferguson with pillows etc.. We even considered locking him out of the room in his underwear; and then when he brought the management up claiming that we didn't know him; but that would have been too cruel. Instead we locked him in the bathroom for a while. Early Friday morning we head back to Cobo hall to an Empire Builder's Tournament. I had no better luck here than in Rail Barons. After a bite of lunch I went back to the hotel and went swimming at the hotel's pool on the terrace. Boy that felt good in the middle of a blistering hot day in Detroit. The girls there werent so bad either, they must have been tourists... That evening the Gunboat Tournament was held. There were 49 players and obviously, 7 boards. I found that the tournament was not a success primarily because of the time limit. I mean, two hours to complete a game? Be serious. At least three hours I feel are necessary in the future. Also, Ben was a bit strict making sure that all players stayed at there boards. Hey I don't know about the rest of you guys but I go to these get-togethers to have fun. Boy, I thought he was going to confiscate my squirt gun! Both of my games ended in six way draws, the first one saw me as Russia to Dan Palter's Germany wherein we engaged in a furious war. The fighting got hot and heavy and for a while I held the upper hand but I was stabbed by the Turks and my defenses fell apart. I would have been eliminated if not for the time limit. In the second game, I was Turkey to Dave Anderson's Austria and John Ferguson's Italy. I was besieged on all three sides but was saved by an Austrian stab of Italy, Dave got greedy and ended up getting hurt by it as Italy and I quickly joined forces. In the meantime, John Kador's France grew unchecked and as the time limit was called, I suggested that we doctor up the supply center chart to show a French win since it was inevitable if John had had more time. All players but one agreed. Another six-way draw. Oh well, Mark Berch(!) ended up winning the tournament overall. After the Gunboat tournament, we all headed over to Bruce Linsey's suite at the Book Cadillac Hotel where there was supposed to be a beer blast. Unfortunately, no one brought any beer so we decided to go out. We headed down to Greek-town (sort of like China town but Greek...), all twenty plus of us! It was pretty crowded (Detroit really comes alive at

night) and I was walking along carrying a bunch of sample Anduins that I had been handing out at Dipcon when a girl approached me and said "What are those?". "Uh, well actually this is a uh, a magazine that I publish..." "Can I have one?" She said giving me a wink... "Why sure!" I should have asked her to come along with us to dinner but I didn't have any idea where we were going or what we were going to do so I decided not to. Mike Barno who was walking next to me thought it was the funniest pick-up line he had ever heard and I have to agree. I'll have to remember to bring along some more samples with me when I next go out! We eventually ended up eating in a Greek restaurant which was quite good. Then Brux treated us all to ice-cream instead of shakes afterwards, even though most of us didn't have the certificate he printed in VD. The next day started with the Dip-hobby meeting with a guest-appearance by Allan B. Calhamer, the inventor of the game. He fielded some questions so naturally I asked him if he were the GM, how he would rule the following situation... A Gre H (A Bul S); A Bul H (A Gre S). He said he ~~would~~ consider them to be supporting each other and strangely enough, I agree with him. Bruce Linsey take notice! It was at this time that I finally met Puppy-Poison-Pen Frueh for the first time. I was listening to someone speaking when he walked up behind and said "Hello Eric, I'm Mark Frueh." I reached for my squirt gun but he grabbed my wrist and said "Don't you dare!" That rat Kaplan had given me away! Speaking of the squirt gun, I managed to get a lot of people with it. I even loaned it to MP Barno who squirted Berch in the head! I found out that not all vegetables grow when watered (Luedi just got mad instead!), and I squirted Pat Conlon who is fighting me in a postal game in VD. Unfortunately, Russ Rusnak stole my weapon and paid me back in spades! Well, round one board assignments for the Dip tourney are given and who should be on my board? None other than Fred Townsend! I drew Germany to his Russia. He approached me for an alliance saying that we were the only experienced players on the board which was pretty much true. He also mentioned that he didn't hold grudges... After he stabbed me the turn before the game ended, he said "I owed you one Eric." Yeah Fred, I'll remember that next time! Round two wasn't much better, I was France to Tom Swider's England, an unknown Germany and Cathy Cunning's Italy. Fine, I set an alliance up with England, lie to Germany about Bur, and get neutrality from Cathy, I'm about set to talk with Russia about possible mutual help when I see E/G/I talking. And talking and talking and talking. Geezuus Christ! I plead with Cathy but the best she can do is say "Oh gee Eric, I can't lie to you. I'm going to Piedmont but it doesn't necessarily mean war OK?" Well, she does go and both E and G open neutral. Tom promises to bounce G out of Den and I lie to all three by saying that Bur will cover Mar. Naturally, I grab Munich while Swider tries for Bel but Germany supports in getting an extra build. Great, the only one who doesn't lie to me and I stab him. I often encounter this problem. Well, Cathy keeps coming and Swider rides the fence stabbing Germany unsuccessfully in the spring and then me in the fall. Naturally, Germany is still pissed so I have three enemies. In the meantime, Turkey (Barno) continues to grow along with Austria (Bill Placek). It seems that the two of them are allied with

Cathy so Tom agrees to form a three way EEG since both me and Germany are so small, to stop the Eastern triple. Things start to go well for me, then England gives Germany the knife and I'm next. I plead for a five way instead of the obvious four way coming using the fact that there is very little difference between them and besides, none of us will finish highly in the tournament anyway. Hard logic however falls to greed and a four way is declared. Gee, two survivals! If I sound bitter it's probably because I am. I really expected to be part of the draw but what the hell, I had fun and I'll be back with a vengeance next year! I like to win! An unknown female wins the Dip tournament--Joyce Singer and I take satisfaction in seeing Fred Townsend's England eliminated on board one. I don't think he liked me very much nor do I care. Hey Fred, we can't all be winners all the time? Why don't you lighten up? Fred really reminds me of Shep Rose, and he does do well quite often... So much for Dip, I met a lot of people whom I had only known postally before and generally had a great time! There were so many I can't possibly list them all! The final tournament I entered was Nuclear War. I great little card game where-in you try to nuke everyone else in the game. I finished in fifth place in that game and was awarded a \$2 certificate (gasp!) with which I bought two little buttons-- "If you can't dazzle them with brilliance, baffle them with bullshit" and "If your close enough to read this, you might as well kiss me". These go well with the other one I own-- "I don't spit in your drink, why are you smoking in my air?". The flight home was pretty uneventful except that we were on the same flight with Kathy (who doesn't exactly like flying). When she walked by our seats I turned to Brian and said rather loudly "Say Brian, isn't this the same type of plane that went down in Atlanta last week?" "Oh very funny Eric!" Kathy remarked. Actually, the pilot we had was pretty horrible. My ears were popping long after the flight ended because of the swift decent the pilot chose to adopt.

Next year, ORIGINS/DIPCON will be held in Dallas. I don't know if any from the Great Neck contingent will be going or not. We'll see. If we don't go (and even if we do for that matter), we will definately be attending MARYCON II in Fredericksburg, VA.

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KANEKON REVIEW!!!

Whew! Three con reviews in a row! Of all three though, this one was the most enjoyable for me. The attendees included Bruce Linsey, Kevin Stone, Ed Wrobel, Phil Dancause, John Thrall, Nick Felella (and his friend Joe), Dan Falter, Scott Cameron, Ken Halpern, Brian & Sean Lorber, Steve Brooks, Jeff Trester, John Ferguson, and Scott Bloom. We also just missed Kathy Byrne, John Caruso and Dick Martin who stopped by while we were out. The fun started on Thursday with the arrival of FarmBoy Stone and Bruce Linsey (who had arrived the night before, alas, without Alex). Well anyway, four from the Great Neck contingent showed up and we started a game of regular Dip. The details are blurred but I do remember the game ending in a concession to my Austria and Bruce's Russia. Memorable moments in the game included stabbing Ferguson (Italy) by convoying A Gre-Nap; Linsey moving to St.P, Gal, & Bla in S'01; toally out quessing Brooks (Germany) and stealing Munich from right under his nose. Also Thursday night, Ed Wrobel arrived

with his wife and friend John Thrall (no, John is not his wife for those of who who read that as being that his wife is his friend!). We generally BS'ed for the rest of the night and played other games such as FAMILY BUSINESS, a lovely little card game about gang wars, RAIL BARON, and ILLUMINATTI. If you're interested in getting complete details on the con's events including supply center charts for all the games, I would suggest writing to Ed Wrobel at 3932 N. Forestdale Ave, Dale City, VA, 22193. He publishes POLITESSE and it is rapidly expanding to encompass bigger and better things. I myself only kept track of one of the games which will be discussed in detail later. Friday came and with it--Phil Dancause, Scott Cameron, more Great Neckers and Nick Felella. More games were played--I drew Turkey to Scott Cameron's Russia one game and together we performed the "Sev-Con Shuffle" opening wherein Turkey and Russia exchange home centers to gain superior tactical position (this was recently published in DIPLOMACY WORLD by Bob Bragdon). I am happy to say that it worked very successfully and we were only held to a four-way draw by a strong defensive position assumed by the English and the French. A tip of the hat to Steve Brooks who won an eleven player game of ANARCHY (see page 1 for details on this game), and in a game of 1885II designed by Fred Davis (I am currently running a game of this postally) an 8 way draw was declared after the very same Steve Brooks was eliminated. Pure coincidence I'm sure. Actually that game was very interesting as we all learned just how effective the A/F can be when employed properly. I learned the hard way as England, and didn't even get much of a chance to build any armies. The game had it's highlights though, like stabbing Ed Wrobel (Germany) three consecutive turns to his utter disbelief. "God-dammit Eric, again?!?" There were some other memorable quotes from this con for instance:
 Dan Falter (as Italy talking to Ed Wrobel (France)): "Don't worry Ed, eventually, you will take Tunis."
 Ed Wrobel: "Well you know, if you take a hundred monkeys and let them bang at a typewriter for 1 year, eventually you will get something interesting."
 Kevin Stone: "Yeah, and if you take 1 monkey and let him bang on a typewriter for 1 month, you get DIPLOMACY DIGEST!"
 Brux Linsey: "I wish I had said that!"

Actually, Bruce was caught with his foot in his mouth on many occasions throughout the Con, much to Ed Wrobel's glee. Again, if you want to see Bruce Linsey made into a total fool, I would suggest asking for the next issue of Politesse. On Saturday, we all headed over to Jones Beach where farmboy Stone was afraid to go in (he prefers the word "intimidated"), Linsey got stung by a jellyfish on the eyelid, Wrobel got thrown by a wave and landed on his ass, Thrall proved to be a masochist by letting a wave pick him up while lying on his back and throw him, and Dancause almost killed some poor little girl whom he had inadvertantly landed on after a wave had grabbed him. Naturally, I was in complete control all the time... "Uh Eric, look behind you!" I turn calmly to see nothing but a wall of water... then nothing. We returned from the beach just in time to miss a giant thunderstorm which was quite a sight to watch while we were caught in traffic on the way back. Back at home Chef's Wrobel and Kane go to work preparing

dinner. We make spaghetti with various sauces etc.. Dinner is served and Bruce decides he would like a little red pepper on his; unfortunately, he does not realize that there is no shaker-cap on top and thus ends up with more pepper than spaghetti. I warn Bruce not to drink any more beer that night as he might be flammable. In the meantime.... Eric: "Don't you guys think you've had enough beer for one night?"

Kevin: "Hic."

John: "Burrp"

Phil: "zzzzz"

Eric: "sigh!"

After dinner we get a another regular diplomacy game going. This one proved to be the most interesting of the entire weekend. We liked it so much, that everyone (well, nearly everyone) has submitted an endgame statement. We also kept a record of the game, so, without further adeau, we bring you...

PALTERGEIST

Yes, Paltergeist, named so for reasons that will soon become clear to you. First off, here are the vital statistics: England--Eric Kane, France--Ed Wrobel, Germany--Bruce Linsey, Italy--Dan Palter(who else?), Austria--Kevin Stone, Russia--John Thrall, and Turkey--Phil Dancause.

Supply Center Chart:

| | <u>'01</u> | <u>'02</u> | <u>'03</u> | <u>'04</u> | <u>'05</u> | <u>'06</u> | <u>'07</u> | <u>'08</u> | <u>'09</u> | <u>'10</u> | <u>'11</u> | <u>'12</u> | <u>'13</u> |
|----|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|------------|
| E: | 4 | 3 | 3 | 4 | 5 | 5 | 6 | 2 | 2 | 3 | 2 | 4 | 4 |
| F: | 5 | 6 | 6 | 6 | 8 | 7 | 4 | 4 | 4 | 2 | 2 | 2 | 3 |
| G: | 4 | 5 | 4 | 4 | 6 | 7 | 7 | 9 | 9 | 8 | 10 | 10 | 10 |
| I: | 5 | 4 | 6 | 5 | 3 | 4 | 4 | 4 | 3 | 2 | 0 | - | - |
| A: | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | 1 | 0 | - | - | - |
| R: | 6 | 7 | 8 | 7 | 4 | 2 | 1 | 1 | 2 | 3 | 3 | 3 | 2 |
| T: | 4 | 5 | 3 | 4 | 4 | 5 | 8 | 11 | 13 | 16 | 17 | 16 | 15 |

| | <u>'14</u> | <u>'15</u> | <u>'16</u> | <u>'17</u> | <u>'18</u> | |
|----|------------|------------|------------|------------|------------|--------|
| E: | 4 | 4 | 4 | 4 | 4 | (draw) |
| F: | 3 | 3 | 3 | 3 | 3 | (draw) |
| G: | 10 | 10 | 9 | 9 | 9 | (draw) |
| I: | - | - | - | - | - | |
| A: | - | - | - | - | - | |
| R: | 2 | 2 | 2 | 2 | 2 | (draw) |
| T: | 15 | 15 | 16 | 16 | 16 | (draw) |

A five-way draw after 18 years. Pretty dull sounding? Maybe, but wait 'till you hear the rest of it. Let me give you a brief synopsis of the game followed by the end-game statements of the other players. As England, I was in trouble from the start as I couldn't get a commitment from Germany and France seemed to have it out for me also. My fears were realized when France opened to the channel and in F'01, supported the German F Den-Nth. Thus I had one build but was surrounded by hostile units. Meanwhile in the East, an R/T had emerged as had an A/I. Austria (Stone) kept complaining throughout the game that his game had been ruined from the start when Russia opened to Gail. Boy life is rough isn't it? I knew that if I were to survive, I had to get outside help so I talked to both Russia and Italy and help they did-- attacking Germany and France. Meanwhile I guessed correctly against F/G and

after F'02, they had made no advances against me while both I+R had moved on them. They were ready to talk again! With Falter's move to the Mid, France changed his goals for the game, all else was unimportant, Italy must die! I sided the Germans in Scandinavia and this is how the game continued for the next 4 years. Then one fateful season, France had two builds to make and in a sudden attack of paranoia, built F Bre & A Par. Bruce and I had no other choice but to attack and attack we did, in force. In the east, Austria remained at four and no one was really moving except the Italians who kept hopping all over the place though never really gaining. Just as I was starting to roll, Bruce gave me the knife stealing four centers in one fall turn. I was reduced to 2! Still I fought on, as did the Russians and to a degree, the French (though he was more eager to get me out of the game) and we held on long enough so that Turkey emerged as the leading power and Bruce realized that he needed our help if we were going to stop Turkey from winning. Just like that a grand alliance was formed to stop the leader. Austria and Italy were eliminated in the confusion as we settled into a stalemate line with one German unit wrecking havoc behind the Turkish lines. We probably could have beaten the Turks just because of that one unit but somehow we bungled it and Turkey sealed the stalemate line successfully. What was interesting about this game is that almost every country had at least one remarkable feat to its credit. Austria remained at 4 centers from '01 to '08, Italy owned a center from every foreign country at one point or another except England, France had two flying dutchmen on the board for a while which no one noticed but me and I kept my mouth shut (they really didn't have much effect on the game anyway but I didn't want to risk getting Ed pissed at me so I waited until he was half asleep and was signing orders that I was writing for him until I exposed the flying dutchmen!), Germany had a unit that traveled all the way to Smyrna and then to Armenia and Sev before it was annihilated, Russia had risen to 8, and then fell to 1 before coming back to 3, Turkey was down to 2 units and 3 centers at one point and he eventually reached 17(!), England ended up with units in Bal, Bar, Ruh & Tun! All in all though, it was an interesting game. Here is what the other players thought of it (Dan Falter was unavailable for quote but rumour has it that he said "This is going to be an interesting season!" Hey Dan, wake up, the games over!):

Turkey (Phil Dancause): The Sons of the Prophet have shown that there is a place for them in Modern Europe. Although Allah did not will us the final victory, we have taught the gilaours to respect us. Despite all their efforts to suppress us - we have taught them the lesson of Jonah and the Whale - you can't keep a good man down.

Russia (John Thrall): Tsarist power grew to a magnificence of eight centers, but precipitously fell to one center. Russia did not give up though, only changed alliances and grew again. The original alliance with Turkey did not bear the expected fruit due to the unusual Italian troop movements. The German, French, British, Russian alliance stayed off a Turkish victory due to

complete trust and cooperation. Finally ending in a five-way draw, well deserved after 18 years of war.

DO NOT READ THIS ONE IF YOU DON'T WANT TO SEE YOUR INNOCENT PUBLISHER VERBALLY ABUSED!!!! (ED WILL NEVER NOTICE THIS WARNING!)

France (Ed Wrobel): It is my hope that any person who happens upon this manuscript will forgive me if I appear overly despondant. It is a commonplace that a 3-center France, owning Liverpool, Portugal and Spain (south coast, for the literalists among you ((how do you own Spa(sc)?-EK))), reduced to a mere Mediterranean plug in 1915, should have cause for some sadness. That a power of the stature of France should additionally, suffer the benign foreign directorship of one Eric Kane, a scum-sucking, treacherous slimey wimp of an adolescent, is a travesty sufficient to reverse the most cherry disposition. I claim no immunity. Yet there are compensations which, the astute observer might suggest, should uplift the spirit. For one, there is participation in a draw, albeit a large one, and the happy cooperation with Messers. Linsey, Kane and Thrall, with the resulting frustration of the heathen Turk (no small feat in itself, the cooperation, that is, dear reader). And so, why such despair? Why such deep regret, you may ask. As is the case on far too many occasions, 'twas the promise of greatness, the fluttering hope of glory, the ephemeral wish of dominance, that has left me to drink the bitter dregs of disappointment. Ah, a single year with 8 centers, the lust for power, the foolish builds of F Brest + A Paris, the unwise vacillating negotiations with E/G, and the rape of Burgundy by Stosstruppen. Perhaps of greater significance, and certainly of greater irritation was the earlier occupation of the Mid-Atlantic by an Italian fleet ordered by a "Gonzo" whose name escapes me. (A "Gonzo" player is one who submits a succession of very poor moves in an effort to disrupt the game, labels himself a "Chaotic" and alleges mystical knowledge of everything.). The Gonzo move stymied the F/G dissection of England ((I thought it was a pretty good move myself! -EK)) and precipitated a western triple alliance. The triple held, then, until the 1909 E/G stab and was later revived (on less advantageous terms to France, I might add) in response to the Turkish threat. Thus opportunities were lost, through a simple lack of competence on my own part, as well as on the part of my Mediterranean neighbor. Well, it's only an all-consuming passion.

Austria (Stone): This game was the most enjoyable I've ever played, thanks in no small part to Dan Palter, the Darth Vader of Diplomacy. He eventually converted everyone to the chaotic side of the force.

My preference list had England first and Austria second. I figured England would be taken, but with Palter playing Italy as usual, Austria is not a bad second choice. I like to gamble when playing Austria and Dan was happy to go along with the Italian three-fleet opening.

My game was ruined from a success standpoint when Russia opened Army War-Gal. Even with Italy stuck in Trieste, I still managed to control four centers, and would continue to do so until 1908. In 1903, Dan and I offered Russia the win in return for our

survival. The offer was declined, and ironically, we were the only two players eliminated. The rest of the game consisted of attacking everyone except England (ONLY because I couldn't reach the lying weasal), having control of 9 different supply centers and enjoying the very fluid (one could almost say "gaseous") alliance structure.

I was finally crushed by Turkey at 1AM, six hours after we started. It was just as well, because I was exhausted. Although disappointed at the humiliation of being the first player eliminated, I slept well, secure in the knowledge that, with France and Germany dependant on each other for survival, BRUX would keep Ed Wrobel from ordering a unit to hold and support at the same time.

Germany (BRUX): This was the best face-to-face game I've ever played in, because of the different playing styles and the fluidity of the alliance structures until well into mid-game.

I had never allied with Ed Wrobel before, so in the early going I chose to work with him against Eric Kane, who had been a frequent ally in the past. However, the Italian crusade against France, the solid and strong R/T alliance, and some fierce English resistance soon persuaded Ed and I to work with Eric--rather than against him. Together we grew, though a surprise Austrian attack on my homeland slowed things down considerably. This western triple, plagued by paranoia under the best of circumstances fell apart entirely when France built a fleet in Brest. I then felt I had to choose a side in what I figured would otherwise be a long, drawn-out war between them, and this time I chose England. My later stab of him was in keeping with the spirit of the game, and was further precipitated because I saw that I could cripple him. This I did, with help from the now-weak Russian and France, but to Eric's credit he hung in there and allied with Ed and me again when circumstance dictated it.

The end-game was simply a race to see whether we could crack Turkey before he could set up a stalemate line. We almost did this because I was able to slip a raider behind the Turkish lines, but he eventually squashed it like a bug. So, we ended up with a five-way draw by stalemate in 1918. My thanks to everyone for a very enjoyable game.

AND THE LAST WORD...England (me!): All I can say is that I must be a glutton for punishment to re-ally with Brux and Ed twice!

I hope you all enjoyed this little discription of what we all thought was a truely memorable game.

And so ended KaneKon I, a good time was had by all and plans are now being made for KaneKon II, probably for next summer. I'd like to make this an annual event and I hope to see more of you there! Oh yeah, I forgot to mention that we did go see the Mets play at Shea stadium; the result? They lost of course!

+++++
If you are interested in playing in the Kingmaker game (starting shortly!), you still have time to join by contacting Scott Cameron, 4 Meadow Lane, Hicksville, NY, 11801. Don't delay! The game will be run here in Anduin.

SCROLLS, SPELLS, AND OTHER LETTERS

First up, Mark Keller:

I seem to recall having about a 1300 on the SAT (710 math, 580 or 590 verbal). I wasn't really worried about it though when I took it because I had just gotten back my ACT results and they were plenty high for any college.

I used my ACT scores to join Mensa several months back.

From Dick Martin:

How do you expect to do well in "collage" if you don't know how to spell it? And I got 710 SAT verbal, so I guess I can talk. John Kador would have a field day!

You may want to put what Calhamer had to say about the H + S controversy. Wonder what the general public thinks about that?

How do I plug KaneKon when you don't give any dates?

((I guess it's a little late to plug KaneKon. Thanks anyway. Calhamer is discussed elsewhere in the issue and he's getting a copy of this issue. How does "coledge" sound? No? Ok, then how about...!))

From Steve Langley:

Welcome back! ANDUIN looked just fine. I just completed a terribly busy segment of my work life. During the past two months I've had little time left over to write letters of comment.

This will be less than such. I don't have a lot to say about anything you or others said in ANDUIN.

I do agree with you that the use of any label - NFP, DNO, etc. should be taken to mean that the writer does not want his words spread, not that one label means one thing and another something else. Others have other opinions. I personally refuse to accept the validity of any such labels as being at all binding. I find them offensive. I find nit picking over their meaning even more offensive. I do not agree that they serve any positive purpose, despite arguments I've heard to the contrary.

In answer to your question as to how I did on my SATs. I took three tests -not two- I had to take the third to get into Cal Tech. I didn't score 800 on all of them - I didn't score less than 780 on any of them. I don't remember the exact scores - I did score 800 on my math portion - I didn't score 800 on the other two.

((That's three people who have written in with SAT scores, any more people out there who would like to contribute their scores?

On the NFP dispute, I don't find such labels offensive but I can understand how you could, but I feel that's being pretty insensitive. I get what you're saying--there's no need to mark something NFP because you won't say anything about it if it's private anyway right? Ok, I'll buy that but I see no reason why one can't be explicit just to be sure without offending you.))

From Mark Berch:

Dick Martin raises a valid point when he points out, rather indirectly, that "strictness" in GMing is not a very well defined term. Dick suggests that this refers to how closely one follows the Rulebook, but unfortunately, that's not a particularly useful definition. There are very few items where people, some but not all, agree that they aren't following the Rulebook. A strict GM would thus be someone who enforces DIAS, and who immediately disbands an NMRing player's dislodged units (e.g. Boardman ((or me)))). Beyond that, however almost everyone claims they are just following the Rulebook. Thus, some GMs will disallow orders which lack an A or F designation, some permit them, but in general, each side will claim that they are following the Rulebook, and the other guy isn't. Its not too helpful to use "following the Rulebook" as a guide if people don't completely agree on what the Rulebook requires.

A better definition, I think, would be the degree to which the GM will overlook small errors, or, put differently, where does he draw the line between a small error (correctable) and a large one (not correctable). Will a GM overlook the fact that orders arrived a date late ((I assume Mark means a day late here))? Player mislabeled an A for a F? Neglected to write a retreat (instead ordering the unit from its new location)? Will an implied order be acceptable (E.G. player writes F Bla C A Sev-Ank, but forgets to write seperately A Sev-Ank)? If these things are generally enuf to invalidate part or all of the orders, the GM is a strict one, if not, he's non-strict.

Incedently, I don't think that a label of either "strict" or "non-strict" is something that one can, as Dick put it, "hide behind". Its a very shorthad way of expressing one's philosophy. I think the hobby is better off with both types of GMs, so that players of both types of thinking can find a compatable GM. For me personally, it doesn't make much difference, so long as it's all spelled out, so I know the Rules of the game.

I wanted to cheer your "I should put out the zine that I want to put out"---rather than "trying to please everyone". That is absolutely essential to the long term survival of any zine. If its not exactly that type of zine, you can't put it out year after year.

I do urge, however, that you be VERY stingy about opening new games in your senior year. It's nothing personal, I'd say that to any high school senior. Most people are astonished by the demands put on their time when they hit college. Diplomacy will have much tougher competition for your time than it has now, and the LAST thing you want when your freshman year is well underway is a large gameload. You should have at least two games end for every new one started. Anduin has plenty more to offer than game openings. If the squeeze comes in your freshman year, which probably will happen, and you have to cut back the amount of time that goes into Anduin, a light game load will mean that you can still have time for some extras. A heavy gameload may force you to go warehouse. Please think about it. -Bossily yours, Mark.

((Yassuh! I tend to agree with you, as long as I know what will, and what will not be accepted, it doesn't make much difference to

me. I guess it just irks me to see GMs like Linsey being so strict for no aparent reason that I can fathom. More on that later.))

From Rod Walker:

It was nice to see ANDUIN again. It is always nice to see ANDUIN. Who does your artwork, and does he/she ((she)) also do Diplomacy-related material, and (if so) might I be able to contact her/him ((her)) to do some work for DIPLOMACY WORLD? I wouldn't mind at all having an artist who can do such wonderful work (yes, I'm aware this cover...#21... was very derivative of Pauline Baynes, but it has spirit and originality and is not just an imitation: I loved it).

((My sister Vicki does my artwork and neither her nor I have ever heard of P. Baynes. Her work is original although she sometimes gets ideas from paintings and pieces of art we see in museums (ex. #13, back cover was a table with legs in the shape of dragons.)). I talked to her about doing work for DW but she doesn't seem too interested. She wants to know how much you will pay (i.e., will you finance an archeological dig in India that she's going on next year?!))

Re: Steve Langley's letter. "Supreme Being" discussions are always interesting. My first inquiry is always, " 'supreme' over what?" I have no doubt that the God of Abraham (although we meet Her in a very distorted guise in Genesis) exists, and that this same being is the abba of Jesus of Nazareth. However, when it comes to saying that He is a "Supreme" being, in the sense of having created the universe or having some sort of unlimited power and knowledge over and about the universe, that notion is a product of human imagination. Steve is of course right in observing that the higher religions bear the imprint of Man, but also they bear the imprint of the abba and serve His ultimate hopes. They are part of a road which can bring us into a relationship with the abba (the only English word which is even partly accurate is "symbiosis") in which we can become truly human and realize our fullest potentials. (I say "we", but I don't mean anyone living today; rather, the human race as a whole. Arthur Clarke has seen something of this sort in Childhood's End.)

Re: The Linsey-Wrobel thing. I agree with John MacFarlane that anyone who expects Brux's GMing not to be strict to the point of ultra-nitpicking is kidding him/herself. Not having seen his HRs, I cannot say whether a reasonable person reading them, could have divined that Brux would rule as he did. It would not have hurt Brux to handle this matter with a little more flexibility than he did, giving Ed the benefit of the doubt, and put a specific section in his HRs covering the situation. A GM is not, and cannot be, a machine and in this instance it would not have hurt to bend.

On the other hand, I have said elsewhere that Ed should not have resigned. It is not clearly certain that he was "shafted"... the point is moot in both directions...and resignation from a game is an extreme action one should save for extreme situations, which this was not. ((Ed resigned because he didn't want to send Brux any more money as his sub had ended. Thinking back now, I should

have financed him for another 3 or 4 issues to insure my victory but I thought I could win anyway at the time.))

Be that as it may, I stick by my statement that the ruling is wrong. My HRs now reflect the ruling which the Rulebook would require be made; namely, that if a unit is required to hold (or convoy) and hold, the "hold" order is redundant, not a double-order. I have stated that a unit ordered to support is considered as holding also. John MacFarlane disputes this, but the Rules are clear on this point. Rule IX.6: "A unit not ordered to move (i.e., one that is ordered to hold, ordered to convoy, ordered to support, or not ordered at all) may receive support in holding" (emphasis mine). A unit ordered to support is also holding and you can't deny the specific wording of the Rule. ((I've discussed this with Brux and have seen letters from Berch on the subject in VoD and I truly believe that we have a contradictory set of rules here. I wonder if it would be possible to get Calhamer to amend the rules a bit?...))

John (and Brux) are of course newer to the hobby than some of us Old Fogeys. In the early days of the hobby there were many players (and there are such players today) who sincerely believed that if you ordered a unit to support (or convoy) and you wanted to support it in holding, you had to give it an order to hold, too. It was not uncommon for me to get an order written in this way: "A Ser H and S A Bul" or "F Eng H and C A Lon-Bel". This isn't a double-order, it's just somebody trying to make sure his unit is eligible to receive support in holding. Ed Wrobel's orders amount to no more than that. This also falls under the general purview of Rule VII.4, last sentence, as a "badly written order, which nevertheless can have only one meaning".

That is not to say that the player's actual intent is relevant here; it isn't. The GM must never put him/herself into a position of determining what a player intended by her/his orders. If a player happens to write a H order for a unit and also a S order for it, he might have had one of the following intents:

1. Having a redundant H order, "to be sure"
2. Ordered unit to H, then decided to have it support, forgot to cross off first order.
3. Ordered unit to S, then decided not to, and just have it hold, & forgot to cross off 1st order.
4. Wants to pull a ploy whereby a promised support is nullified by a conflicting H order.
5. Wants to see what GM will do so he can scream at GM for being "wrong".
6. Wants excuse to resign from game.
7. ???

Well, obviously, it is best for the GM to have a firm and pre-announced policy on this sort of thing to fall back on. I tend to doubt that Brux's HR specifically addressed this point at the time, although no doubt they do now ((actually, they did!)). So do mine, now. Brux says the orders are conflicting, which means the H order is, in effect accepted as valid. I say the H order is redundant, thus accepting the S (or C) order as valid. At least our players know in advance how we will rule. ((Not only does Brux say they are conflicting, but he interferes by accepting

the H order, since they are "double-ordered" he has the H order supercede the S (or C) order.))

The ultimate upshot of the matter is that Brux's ruling will work in favor of someone who wants to make a ploy, and against a player who makes an honest mistake (but in favor of the player who made the mistake in #3 above). My ruling will work against the ploy (but that player can always find a new ploy) but in favor of the player who makes an honest mistake (save that in #3 again). On the whole, my ruling is thus seen as more equitable than Brux's, working primarily to rectify inadvertant errors. I do not feel the GM exists to mete out severe punishments for occasional acts of carelessness, where that can be avoided.

((I agree. What's more, let's be realistic for a second. There's just no way in hell that anyone would write what Ed did in the hopes of making some sort of ploy. I tell you that I'm getting more and more pissed when I hear more about this dispute. The reason why is, that Brux, a person that labels himself a "strict" GM will also call a player collect on deadline day to get orders. There's a double standard for you. I asked Brux how he can do this in good conscience given how he ruled in cases like Ed's and given that he has HRs about not reminding a player on the phone about a unit or a vote and all Brux could respond is that one has nothing to do with the other and that it is a general gm'ing practice to call a player collect on the deadline day. I say horse shit. Either one way or the other; obviously Brux, you are not one to go by "general GMing practice" so Bruce, I ask you to make a choice, and if you don't, I label you a hypocrite! How do you like them apples?))

From Ed Wrobel:
My dear Kane,

I am most pleased to witness the return of Anduin. Your publication continues to offer the proper balance of staples and maps, a rarity in these times of over-stapled, under graphicked periodicals.

It is distressing, however, to read further comments on "The Wrobel thing." (It always appeared to me to be "the Linsey affair," actually, or more accurately, one in a series of affairs, or, perhaps, an episode in one lengthy continuing affair. (In any event, we are speaking to the practice of disallowing mutual supports for alleged misuse of parentheses. (I, myself, have always been a devotee of parenthetical thought. How else may one truly delve into the mysteries of consciousness? (I mean without a willingness to take a small detour with the aim of uncovering the smaller but no less valuable games of truth... (Of course, one must not abuse such discretion and simply wonder from thought to thought like a gypsy of the intellect or, Deity forbid, a Timothy Leary or Alan Watts!))))))

Well, despite Linsey's offer for your correspondant to seek more fertile playing grounds, it seems that I and the master of non-think met in round one at DipCon. Treacherous slime that he is, his Italy, against all reason, encroached upon my Austrian soil in Spring, 1901. My attempts to encourage Turkish growth did not, regrettably, result in Mr. Linsev's elimination. Alas, the

game was a 5-way draw sans Austria and Russia. (Rather an heroic death on Italian soil than participation in a mediocre draw!)

Of much greater significance than the game's end was Mr. Bruce's startling revelation to your very self. Steve Hutton of Canada illegally claimed North American rights to this exchange but, of course, as William Highfield will confirm, Canadians have no right to claim any rights in Detroit, much less on American soil proper. Mr. Linsey: "You must assume that the GM has no intelligence." Mr. Kane: "No, you don't." Mr. Linsey: "When you're dealing with me, you do." (This line was later revised to: "When you're dealing with a GM like me, you do.") Of course, we cannot believe that the Bruxer actually meant to assert that he possesses no intelligence whatsoever. (The ability to make such an assertion would seem to indicate the existence of a rudimentary form of intelligence.) Obviously he intended to express his refusal to exercise his intelligence. Perhaps we should be yet more generous in exercising our own intelligence and look further into Mr. Linsey's intentions. Is it not obvious that he intended to express his own very famous policy of allegedly not considering the player's intentions - or, to be more accurate, of interpreting the player's intention as he, Mr. Linsey, sees fit, and stating that he is not considering the player's intentions. This would appear to be the most accurate interpretation of said remarks.

An individual of somewhat greater stature also had cause to comment on the Neptune chapter of the Linsey affair, to wit, A. Calhamer, in response to your query. Modesty forbids repetition of Mr. Calhamer's remarks. Suffice it to say that the inventor of the Diplomacy game does not claim an absence of intelligence.

It is unfortunate that Dipdom continues to be bored by this discussion. May I suggest that you commission a poll with the aim of determining the Fen's feelings on the issue of Mr. Linsey's intelligence? How should we interpret his remarks? Must we accept them at face value? If so, what consequences result? Should the VoD games be turned over to a GM with a modicum of intelligence? Should VoD games simply be labeled "unintelligible"? Should we have fun?

((Definitely not!! Not really much I can add here. Ed puts it all so eloquently... It's interesting to note that this question of intent isn't solely in Diplomacy. The very same question is currently being hotly debated in major league baseball. The question at hand there is the "Fine-tar ruling" that was overruled by Lee MacPhail, president of the American League because that was not the "intent" of the rule.))

And of course, from BRUX Linsey:

I had to laugh when I read Dick Martin's latest letter to you. I mean, now I'm being faulted for being prompt! Well, from a GM who sees nothing wrong with 37-day delays, I suppose we cannot expect metronomic regularity to be touted as a virtue.

Strange values in my book, but then again anyone who can call Gary Coughlan a dishonest GM must really have weird ideas about running games.

As for my strictness in GMing, it is good to hear you finally admit that, indeed, some players enjoy it. Carry this one step

further and you'll be right on target: many players prefer a strict GM. I'm not claiming that most of the hobby feels this way; but the 10 or 20 per cent who do are more than enough to keep zines like VGD and SNAEU afloat. And these people should have a place to play. Thus, there is room in this hobby for my style of GMing, and for yours. There is even room for Dick Martin's way of running games, as some players can use the sleep. -Hang in there.

((Cute Bruce, real cute! Your wrong, players don't play under you because you're strict. I don't see why you can't understand this. Most of them play under you because a) You hardly ever make typos or mistakes in writing up the game reports and when you do, you correct them almost immediatly and b) Because I can't think of anyone who has a better track record as far as regularity except maybe John Boardman, than you do. That's why you keep getting players and why you will continue to get players. Certainly not because you will disallow A Gre H (A Bul S); A Bul H (A Gre S).))

From Mark Lew:

Hello, look what I found ((an old ish of Anduin)). Reading this again, I get the distinct impression that you thought I was a real asshole. (Somehow, I missed it before; perhaps because you were so polite).. And I don't blame you, though I wouldn't go so far as to say that I am, or even was...

In any case, I'm a year and a half older now and so are you, and so is Anduin. There is a part of my letter I still agree with --perhaps I'll explain sometime. Meanwhile, per Bob Osuch's recommendation, five bux herein are for however much sub it's worth and you can keep the change (which leaves you the option of changing your sub rates to 4.99 for one issue or 5.01 for ten...). Love and Kisses, Mark. PS NWP (that means, not worth printing).

((Oh yes it is if it helps me finish out the page!! Bob Osuch doesn't get Anduin, though maybe I'll send him a sample... Anyway, yes indeed, I did think you were an asshole. Looking back, I see that you were just being your plan normal irrational self and didn't mean any harm by what you were saying. I took things back then way too seriously, and I hope I have improved since then. Glad to have you back Markie!))

From Bill Highfield:

Anglophile Dipshit! Can't even take a joke. I'm over half English you asshole!

((Yes, well exit one asshole and enter another! My my Bill, I see it doesn't take much to get you angry! Now simmer down or I'll take you over my knee and give you a good spanking! Your half English?!?! What a disgrace to the name of Great Britain! Ladies and Gents, you'll have to excuse Bill here, he's going through menstruation and gets very irratated quite easily. And incidentally Bill old pal, thanks for helping me finish out this page!))

"Spring, 1908"

Winter, 1907: England rem F Swe, A Edi. France blds F Bre.
Germany blds A Mun. Austria rem A Nap. Russia blds A War.
Turkey Blds A Con.

England (Quirk): F Wes-

Mid: F_LON-Eng

France (Chisholm): A Pic-

F BRE S F Eng; F_M1d

A Tun-NAP; A BEL H.

TYO; A BOH-Vie; A Hol-

BAL.

Austria (Ozog): A Alb-TRI:

A VEN & F ADR S A A1b-

Tri: F TYN C FRENCH

A Tun-Map.

A GAL S A War-Sil:

A_BUD-TRI; A_RUM-BUD;

A VIE S A Bud-Tri: A FIN

S A St. F-Nwy; A St. F-NWY.

Turkey (Nadanner): F East-

ION; F AEG S F Eas-Ion;

A Con-Bul: F Bla-CON:

F Gre-ALB; A SER 5

F Gre-Alb.

The French F Mid is dislodged and may retreat to N.Af, For, Gas, Nao or OTB. No other dislodgements. The deadline for Fall, 1908 is **September 10, 1983.**

England-Russia: Go for the win, you deserve it. I will keep France very busy.

Russia-England: Don't look now-but I think you have the French coming to visit.

Germany-Russia: My first and only loyalty is to Germany!

Russia-Austria: I'll teach you to call me Baglady!

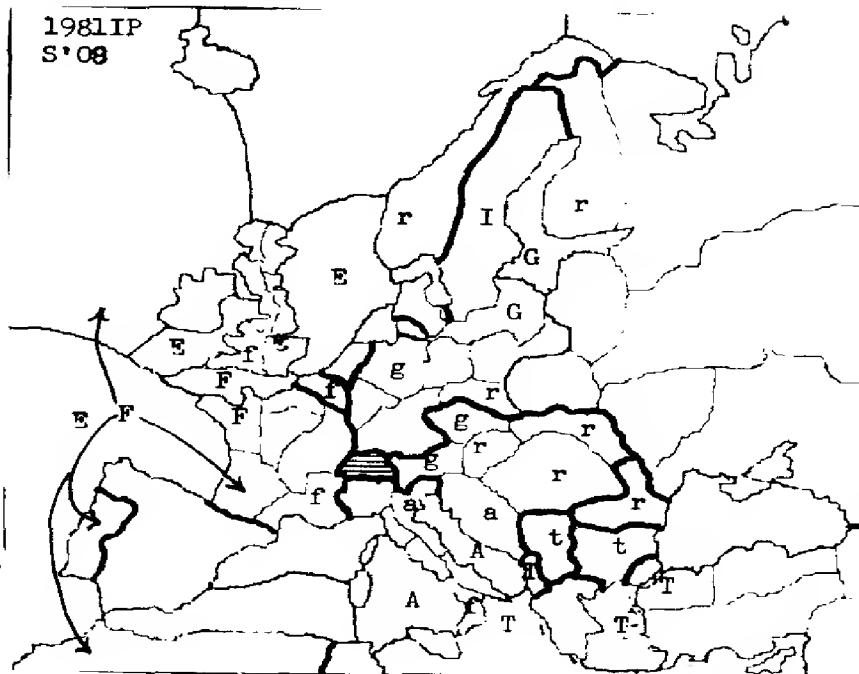
Germany-Turkey: Hi, again.

Russia-Turkey: Stick with me, why not, it's worked so far!

Germany-France+England: Still fighting?

Germany-Lost Italian Fleet: Italy is further South. Make a left at Portugal. Can't miss it.

GM-World: Since next season is my 2nd annish, I want to see at least twice the amount of press as normal! How about it?



"Fall, 1907"

England (Chisholm):

F Bal-LVN; A ST.F %
F BOT S F Bal-Lvn;
A Hol-KIE; A RUH %
A DEN S A Hol-Kie;
F BAR S A St.F;
F Nwy-SWE; F Kie-BAL
F NTH H.

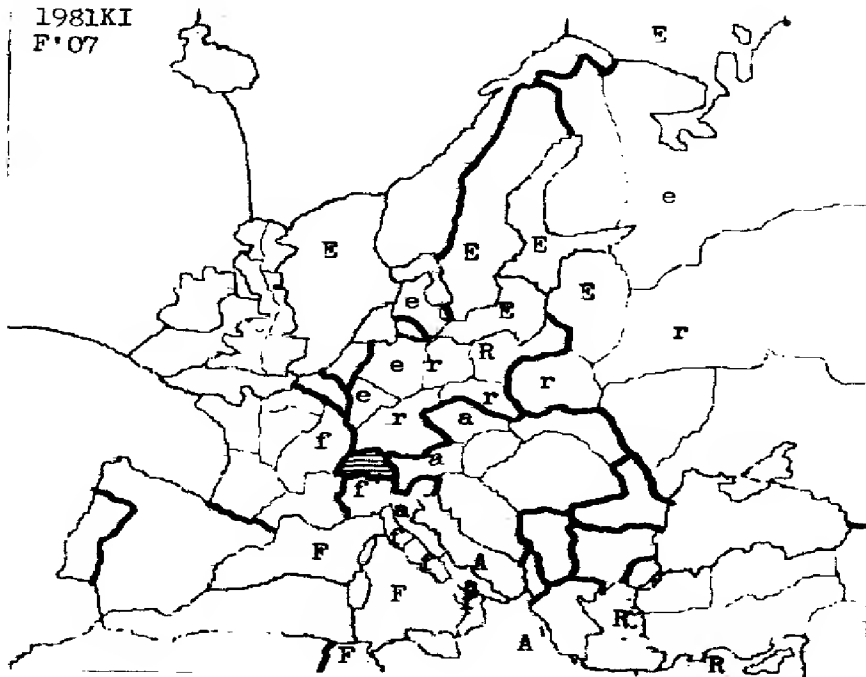
France (Hakey): F Wes-
TUN; A Tun-Tus;
F TYN C A Tun-Tus;
A PIE S A Tun-Tus;
A ROM & A NAP S AUS-
TRIAN A Alb-Apu;
F LYB S A Pie; A BUR
-Mun.

Italy (Quirk): A Ven. H.

Austria (Murray): A Tri-
VEN; F ADR S-A Tri-Ven;
A TYR-Pig; A Alb-APU;
F ION C A Alb-Apu;
A BOH S RUSSIAN A Mun.

Russia (Belliveau): F Aeg
-EAS; F Con-AEG; A Ukr-
WAR; F Lvn-PRU; A MOS-
St.P; A SIL & A BER S
A Mun; A MUN S A Ber.

1981KI
F'07



England: Home, Nwy, Den, Bel, Hol, Kie, Swe, St.P (10). Even.

England: Home, Nwy, Den, Bel, Hol, Kie, Swe, St.P (10). Even.
France: Home, Spa, Por, Tun, Nap, Rom (8). Even.

Italy: Ven (0), 0-U-T.

Austria: Home, Ser, Gre, Bul, VEN (7). Build 1.

Russia: Sev, Mos, War, Con, Ank, Smy, Rum, Ber, Mun (9). Build 1
(was one short last year).

These winter adjustments are due along with the Spring moves by **September 10, 1983.**

PRESS:

Venice-Austria: If you want me to do something besides hold, please let me know.

GM-Venice: Uh,...

Paris-Vienna: Okay, mister- you know that neither of us is going any further down here, right? And Italy is just going nowhere period. Too bad you stood behind Russia and didn't put in the knife...

England-France: Thanks for the advice.

Paris-London: Okay, ball's in your court- SLAM it down their throats partner!

Paris-World: Looks like trench-digging time...

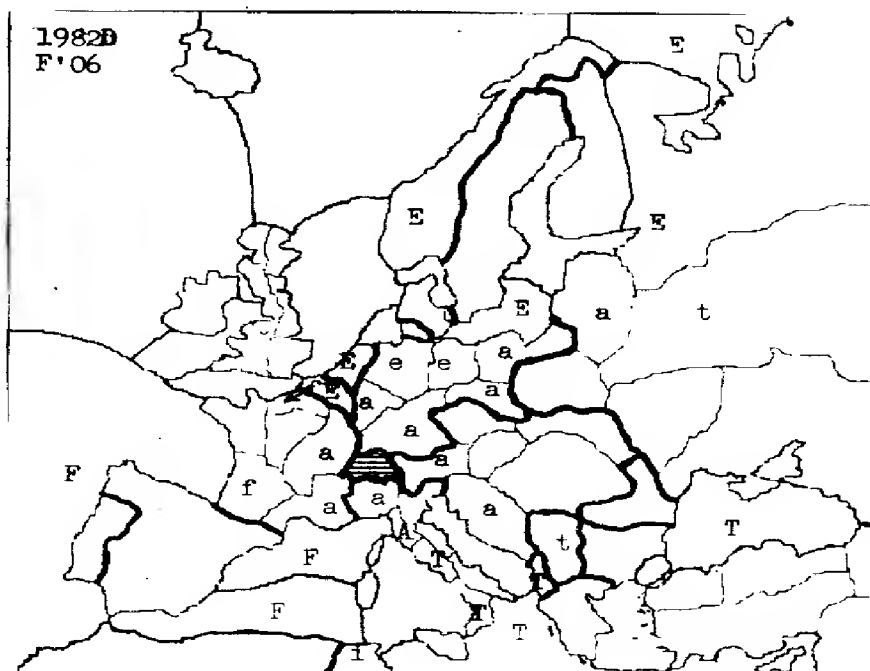
GM-world: While your at it, send in some more press for the annish next time!

"Fall, 1906"

ENGLISH STAB FRENCH BUT TURKS SHOW HOW TO DO IT IN STYLE!!!

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ST.F(sc); F NWY &  
F BAR S F Fin-St.F(sc);  
F BAL S A Ber; A BER  
S A Kie; A KIE U, H;  
F Nth-BEL; F Hol S  
F Nth-Bel.
```

Al-E.



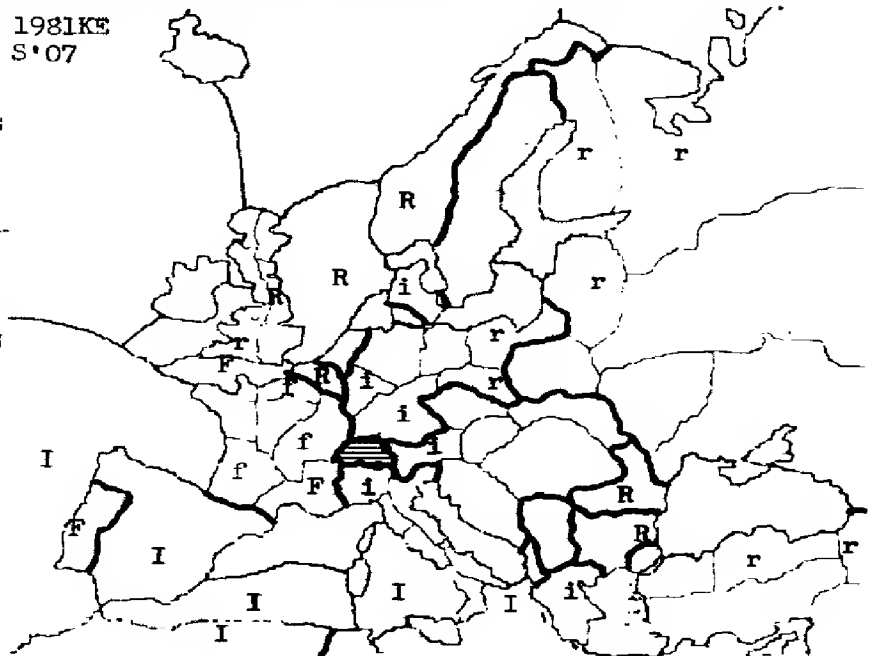
France-England: Sorry, things have been hectic. My name and address are Jon Brachman, 28 Gil Christ Rd. Great Neck, NY. 11021.

"Spring, 1907"

FRENCH ARE DEFINATELY TRYING TO MAKE THINGS DIFFICULT FOR ITALIANS

1981KE
S'07

Russia (Carter): A Smy-
ANK; A Sev-ARM; F Con-
BUL(ec); F Bul(ec)-
RUM; A Ber-SIL; A Sil-
PRU; A Pru-LVN; A Mos-
ST.P; F St.P(nc)-NWY;
A Nwy-FIN; F Edi-YOR;
A Lp1-WAL; F Hol-BEL;
F_NTH-Eng.



FRESS:

+++++

France-England: My dots are yours. Just get them before the
Kraut. That's all I ask.

Rome: A notice of surrender appeared on the smiling Premier's desk today, from the Sultan. Ellis says: "Sultan Ozog has finally decided to surrender, or so he says, to the Italian Empire. This surrender will allow the Italian forces to move into Turkish centers un-supported."

GM-Elf and Prarie Sprite: Y'all going to Wichita for Pudgecon?

222

1981IR

"Fall, 1906"

ITALIANS LAND IN SPAIN VIA MASSIVE MEDITERRANEAN CONVOY!!!

England (Ansoff): A Yor-
DEN; F NTH C A Yor-
Den; F SKA S A Yor-
Den; F NRG-Nwy; F Iri-
N.AT; A Hol-H.

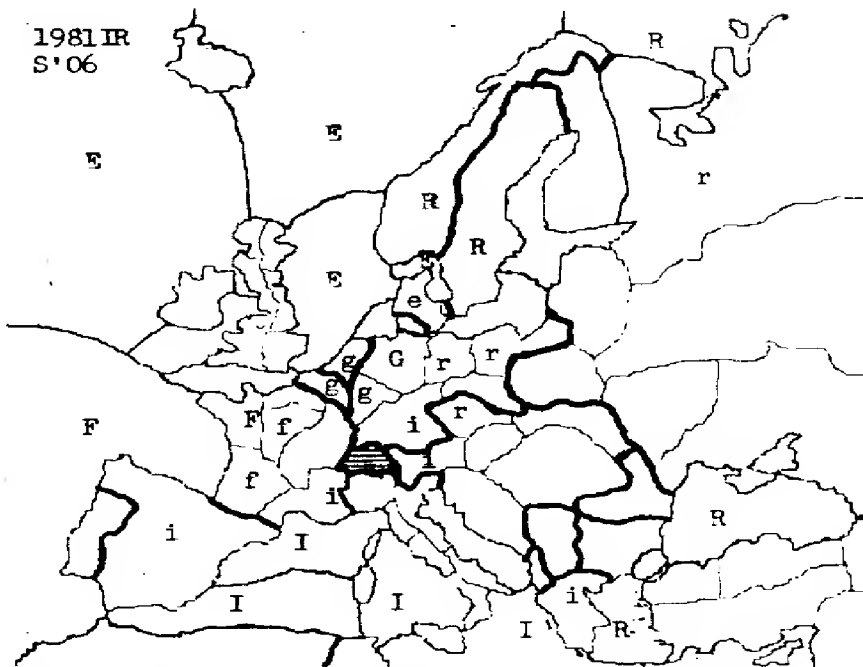
France (Martin): A GAS-
Spa; F MID S A Gas-
Spa; A PAR-Gas; F BRE
S A Par-Gas.

Germany (Carter): A Bel-
HOL; A RUH & F KIE S
A Bel-Hol; A Bur-BEL.

Italy (Kollmer): A Smy-
SPA; F WES, F TYN &
F ION C A Smy-Spa;
F LYD & A MAR S A Smy-
Spa; A MUN S RUSSIAN
A Sil-Mun; A TYR S
A Mun; A Bul-GRE.

Russia (Furey): F AEG C
ITALIAN A Smy-Spa;
F Ank-BLA; A Sil-BER;
A Vie-BOH; A PRU S
A Sil-Ber; F Fin-
SWE; F NWY S F Fin-
Swe; F BAR & A ST.P S
F Nwy.

1981IR
S'06



The English A Hol is dislodged and annihilated. There is a proposal for a DIAS draw. Please vote on it with your next orders. Here is the 1906 supply center chart:

England: Home, DEN, Bel, Nwy, Swe, Hol (4). Remove 1 (2 anni).

France: Par, Bre, Spa, For (3). Remove 1.

Germany: kie, Ber, Mun, Den, Mar, HOL, BEL (3). Remove 1 (1 anni)

Italy: Home, Tun, Smy, Tri, Gre, Vie, Ser, MUN, SPA, MAR (12).

Build 3.

Russia: Home, Ank, Con, Bul, Rum, Bud, NWY, BER, SWE (12). Bld 3

Whew! The deadline for Winter and Spring 1907 is **September 10, 1983**, unless three or more of you want winter to be seperate. PRESS:

England-Germany: I'm sorry that you insist on being so short-sighted. I'm sure you realize that I wouldn't have gotten the build without France's totally unexpected NMR. However, so be it . . . I didn't realize that Holland was worth more to you than stopping an I/R win!

Devil-Pope: Next time I take you to the top of the Eiffel Tower, remind me to give you a nice shove.

Rom-Mos: #??@*'"\$%#@'?! to you too!

France-Germany: Dave, if I make you look good, I should get some sort of medal!

France-Russia: Italy is making his move. Are you going to let him win, or will you try to stop him?

Machiavelli-German Kaiser: Conglomerate indeed, we extend over most of Europe, true, but we need about 6 more industrial centers before we are a "Conglomerate".

+++++

"Fall, 1905"

TURKS FOLD IN ONE FELL SWOOP AS ITALIANS MAKE THEIR MOVE!!

THE FIFTY FIVE D.

1983. There is a proposal for a concession to Italy. Please vote on it with your next moves. Your press is on page 22.

"Spring, 1904"

Winter, 1903: England builds F Edi. Italy builds A Ven & A Rom.

Winter, 1903: England builds F Edi. Italy builds A Ven & A Rom.
JUST ANOTHER DAY IN THE LIFE...

1982HF
S'04

Turkey (Frueh): A Con-
BUL; A Bul-SER; F Gre-
ALB; F Aeg-GRE; E_EAS-
Ion.

London-Constantinople: Of course this war is boring for you- in the classic A/I vs R/T, unless you leap ahead quickly, you don't

leap ahead much at all. Best watch out for I/R now that A is O-U-T...

GM-World: Thanks for the unneeded SB orders from Ken Corbin.

GM-World(again): How about you guys submitting a little extra press for the annish next time!!

+++++ "Fall, 1887"
1885II

SPAINIARDS GETTING SQUEEZED BETWEEN ENGLAND AND ITALY!!

England (Chisholm): F Mid-AST; F Bis-GAS; A Pic-PAR; A BRE S A Pic-Bre; F ENG-Mid; F NAO S F Eng-Mid.

France (DuPont?): NMR!!! A SWI, E Mar & A Par U, H.

Spain (Belliveau): F POR-Mid; F SAO S F Por-Mid; A Cad-VAL; A Gas-MAR; A CAT S A Gas-Mar.

Sweden (Charneley): A Fer-ARM; A Sib-PER; A SEV S TURKISH F Rum; A Arch-MOS; A ST.P S A Arch-Mos; F Bal-COUR.

Germany (Wrobel): A WAR S SWEDISH F Bal-Cour; A SIL S A War; A DRE-Boh; A BUR-Swi; A SWA S A Bur-Swi; A MUN-Tyr; F KIE H.

Italy (Shuetz): A EGY-Lev; F Eas-SMY; A PIE S AUSTRIAN A Tyr-Swi; F Wes-ALBS; F LYD S F Wes-Albs.

Russia (Scheifler): A UKR H; A Cour H.

Austria (Anderson): A SIN S ITALIAN F Eas-Smy; F Con-BLAS; F Aeg-CON; A Mac-BUL; A GAL S A Vie-Boh; A Vie-BOH; A CLUJ S A Gal; A TYR-Swi.

Turkey (Quirk): F RUM H; E Smy H; A LEV S E Smy.

The Turkish F Smy, French A Par and French F Mar are all dislodged and annihilated. The Russian A Cour retreats to Pru and is then removed due to lack of supply centers. Thanks to Mark Keller for the unneeded Russian orders. And, will Mark Keller please standby for France? Hope nobody minds my using Mark for all these sleazy positions. He seems to bring good luck as the NMRing player always returns! Here is the 1887 supply center chart:

England: Home(3), Ire, Ice, Bre, PAR (7). Build 1.

France: Mar, Swi, Par (1). Even (2 anni).

Spain: Home(3), Por, Mor, MAR (6). Build 1.

Sweden: Home(3), Arch, Den, Mos, ST.P, SEV, PER (9). Build 3.

Germany: Home(4), Hol, Bel, War (7). Even.

Italy: Home(3), Tun, Egy, SMY (6). Build 1.

Russia: Sey, St.P (0). O-U-T.

Austria: Home(4), Gre, Bul, Mac, Con, SIN (9). Build 1.

Turkey: Rum, Smy, Sin (1).

Orders for Winter, 1887 and Spring, 1888 are due by **September 10, 1983**. Seasons will be seperated upon request of a majority of the players.

PRESS:

Turkey-Austria and Italy: I hope you guys put me out of my misery this turn.

GM-Turkey: C'mon, aren't these positions fun?! Why not ask Mark!

London-Rome: Let's talk.

Turkey-Spain: Please do me a favor and teach Chisholm a lesson in this game. Good luck to you.

The Mid-Atlantic: Admiral Horatio Hornblower cursed the villainous Spanish presidente, Diego Belladona. "That ther' houn

dawg, he wen an durn git hiself a friggin awesome defensive p'sion. An' this ain't the furst time, neither."

GM-World: Why don't the rest of you follow England's lead and submit some press for next season (the anniversary ish)? I'd really appreciate it!

GM-World(again): Karl Shuetz thought that Nwy didn't touch Archangel. This is the case in 1885I. But in the revised variant (the one we are playing), they do touch. Karl, do you need a copy of the new map?

+++++
1982Bxm02 **"Spring, 1904"**

First of all, there were a couple of mistakes in last issue's adjudication. I neglected to mention that Italy has a fleet in the Aegean Sea, and Turkey has a F Con. Also, though Johore has not been listed, it is one of England's "4" home centers. Thus, England did have a removal. I think that's all for now. I'll try to be more careful in the future.

Autumn, 1903: Russia, F Bot r OTB, F Rum r Bul(ec), A War r Ukr.

Japan, F Bor r OTB.

Winter, 1903: England rem F Siam Gulf. France NBR's!!! Will play one short. Germany builds A Mun. Japan builds F Tokyo. China builds A Hankow. Austria builds A Budapest. Turkey removes A Egypt. India builds A Delhi & A Madras.

ENGLISH AND JAPANESE PLAY MUSICAL FLEETS. TURKS DEFEND BAGHDAD!!?

England (Scheifler): F Siberia-NORTH PACIFIC OCEAN; F NORTH

(7) ATLANTIC OFF BOARD BOX S F Siberia-North Pacific Ocean.

F North Atlantic Ocean- NORTH PACIFIC OBB; F Irish-NORTH

ATLANTIC OCEAN; F ENGLISH S GERMAN A Bur-Pic((nso)); F Barents-ST. PETERSBERG; A St. Petersburg-MOSCOW.

France (DuPont?): NMR!!! A's PARIS, MARSEILLES, MOROCCO, PICARDY

(9) & F's CAMBODIA, BORNEO, PORTGAL & BREST U, H.

Germany (Hakey): A Burgundy-GASCONY; A Ruhr-BURGUNDY; A MUNICH &

(9) A BELGIUM S A Ruhr-Burgundy; F GULF OF BOTHNIA-Sweden;

F BALTIC-Sweden; A LIVONIA S ENGLISH A St.Petersberg-Moscow;

A WARSAW-Ukraine; A SILESIA-Warsaw.

Japan (Charneley): F Philippines-SOUTH PACIFIC OCEAN; F Korea-

(8) VLADIVOSTOK; F North Pacific Ocean-OKHOTSK SEA; F East China Sea-JAPAN SEA; F Formosa-SOUTH CHINA SEA; F MID-ATLANTIC-

English Channell; F WESTERN MED-Mid-Atlantic; F TOKYO U, H.

China (Nadaner): A Hankow-SIKANG; A Shan-THAILAND; A BURMA S

(8) A Shan-Thailand; A TURKESTAN-Afghanistan; A NEPAL-Calcutta;

A TIBET S A Nepal-Calcutta; F CANTON & A MANCHURIA H.

India (Shuetz): A Madras-DECCAN; A DELHI S F Calcutta; A IRAN S

(8) ITALIAN F Persian Gulf-Baghdad((nso)); A AFGHANISTAN S

A Iran F CALCUTTA H; A Thailand-Cambodia; F Johore-SIAM GULF;

F MALAYAN SEA S F Johore-Siam Gulf.

Italy (Keller): F Ionion-GREECE; F AEGEAN S F Ionion-Greece; F Red

(7) Sea-EGYPT(ec); F EASTERN MED S F Red Sea-Egypt; A Naples-

APULIA; A TUSCANY-Venice; F PERSIAN GULF S INDIAN A Iran-

Baghdad((nso)).

Austria (Anderson): F Venice-ADRIATIC; A Trieste-VENICE; A TYROLIA

(7) S A Trieste-Venice; A Cluj-GALICIA; A VIENNA S A Cluj-

Galicia; A Budapest-SERBIA; A ROMANIA-Sevastopol.

Turkey (Furey): A Armenia-SEVASTPOL; F BLACK SEA S A Armenia-Sev;

(6) A Ankara-SMYRNA; A Greece-Bulgaria; F BAGHDAD H; F CONSTANTINOPLE U, H.
Russia (Jung): E_BULGARIA(ec)-Romania: A_UKRAINA_S_E_Bulgaria(ec)-
(3) Romania: A_Moscow_S_A_Ukraine.

RETREATS:

India's A Thailand (Johore, Laos or OTB).
Russia's A Moscow (Omsk or OTB).

Turkey's A Greece (Albania or OTB).

Will Phil Dancause (30 D Hidden Lane, Stafford, VA, 22554) please submit standby orders for France? Addresses are in issue #21. Thanks to Mark Keller for picking up the Italian position. Russ Rusnak, kindly add Rick Slaughter to your black list. Thankyou. The deadline for Fall, 1984 is **September 10, 1983.**

PRESS:

New Italy-World: Greetings...

Berlin-Western Front: Well done. Your heroic defense of our western borders will not go unrewarded. Long live the Fatherland!

Berlin-Eastern Front: Commendations are in order. Such service against the Tsarist hordes has stood the Empire in good stead.

Berlin-German Navy: Continue to patrol German National waters for enemy smugglers and saboteurs. We know the Northern Empire is in good hands.

Berlin-London: Long live the Alliance!

Ankara-Delhi: Karl, look to the east. The rising sun may burn your back!

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The following two pages are going to be different from what you used to here. The first one came as quite a surprise. Mike Mills, pubber of EMHAIN MACHA, a pro-Irish zine has been running The Eminent Awards now for 2 years. This year, ANDUIN was nominated in 2 categories: Most Improved and Best Letter Column. And... well, all I can say is that I'm very pleased and honored. I still think we ought to have less polls in the hobby... Mike also runs something called the People's Diplomacy Organization. I presume that this is another TDA or IDA type attempt at organizing the hobby, something I agree with and would back. However, not in the fashion in which Mills seems to be doing it. For a People's Diplomacy Organization, the people don't seem to have much say in it. Of course, this could all be a joke on Mill's part but two highly respected pubbers have already plugged it and seem to back it (Coughlan and Carter). I really don't like the idea of organizing the hobby unless it is done democratically, which seems to be impossible. Therefore I think it is best that we leave well enough alone at least for the time being. Care to fill me on the details about the PDO Mike? That way I could inform my readers just exactly what you are attempting to do. Also then I can decide whether I'll back it or not though I doubt it if what I've heard about it so far is true...

The other page is copied from a recent cover of Terry Tallman's zine and is self-explanatory. Tallman fits into what Ed Wrobel described as a "gonzo". He thinks he knows everything and for a realatively new pubber, he has a lot of nerve, still I thought it was funny!



Certificate of Award

This Award is presented to

Eric Kane, Publisher of Anduin

by

The Eminent Awards Commission

in recognition of

Anduin placing 1st in the MOST IMPROVED ZINE category

IN WITNESS WHEREOF, we have caused this Certificate to be signed

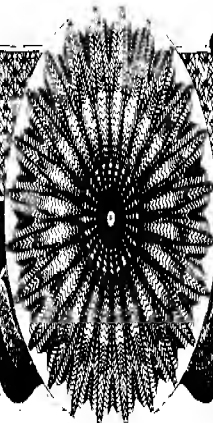
this 8th day of August in the year 1983

PDON

Signature

[Handwritten Signature]

Signature



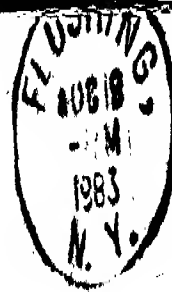
NORTH SEALTH, WEST GEORGE

A PLACE, A CONCEPT AND NOW ZIT-FACED TEENS IN BUT
ISSUE No. 8, MARCH 1983



IT WAS JUST BEFORE BYRN-CON...TWO YOUNG MEN
IN A "HEATH BAR" STATE OF MIND MAKE A DATE
WITH DESTINY AND THE HOBBY TEEN QUEEN.
LED ON THEIR QUEST BY "POPS" LINSEY, THEY
SOON LEARN THAT IT'S NEVER TOO EARLY FOR
A COLD SHOWER.

Anduin #22
c/o Eric Kane
109 Hicks Lane
Great Neck, NY, 11024
USA --(516) 466-2361



FIRST CLASS MAIL

Your sub ends with the issue
listed on your mailing label.

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(T)= Trade
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See page

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Notes:

